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Nintendo

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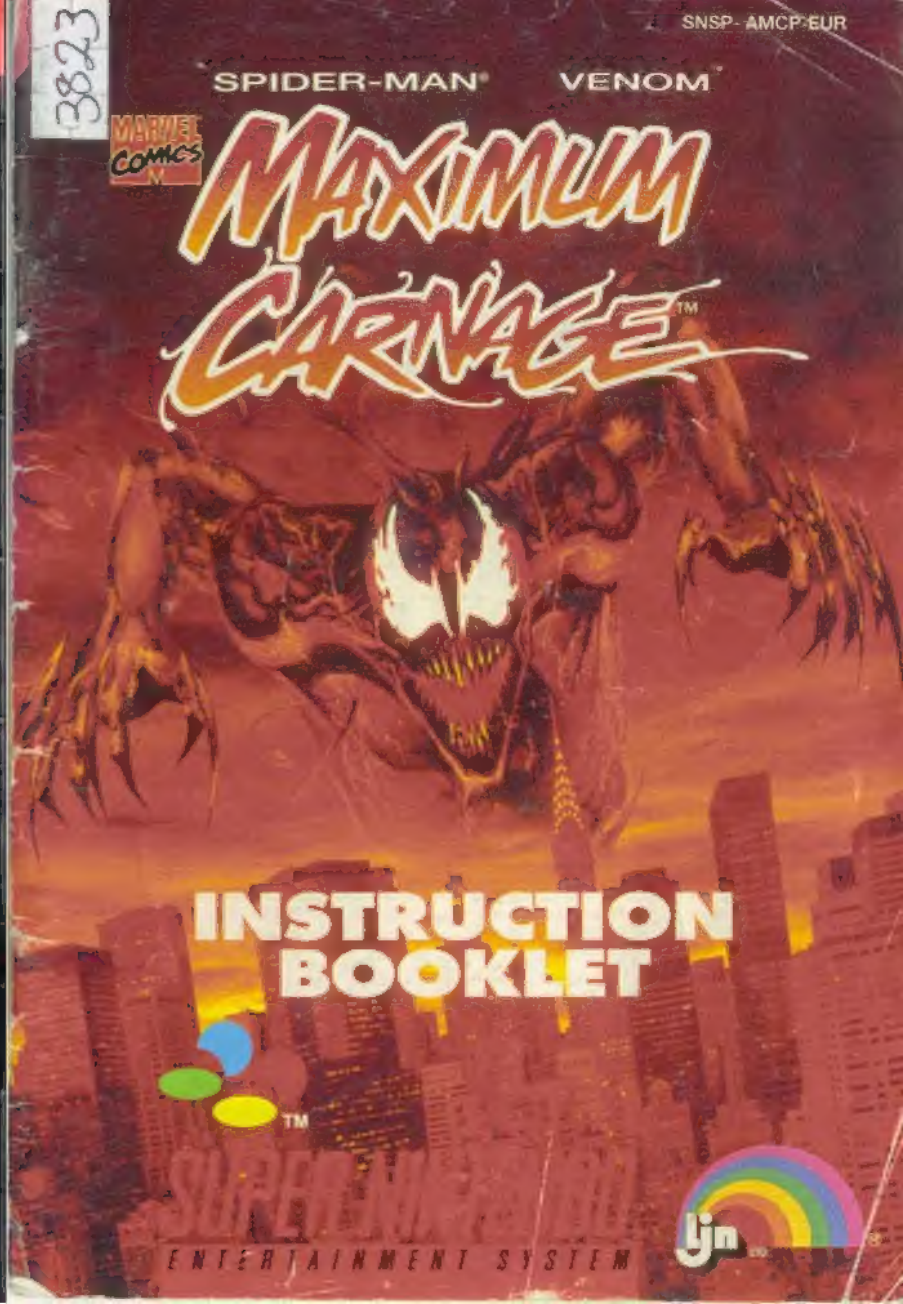
SNSP-AMCP-EUR

SPIDER-MAN® VENOM®

MARVEL COMICS

MAXIMUM CARNAGE™



INSTRUCTION BOOKLET

™

ENTERTAINMENT SYSTEM®

CARNAGE™ UNLEASHED!

When Cletus Kasady was sealed away in Ravencroft, a maximum-security institution for the criminally insane, society thought it was safe.

Society was wrong.

Because the alien presence that symbiotically inhabits Kasady's body is alive and thriving. It had been biding its time, and now it's ready to unleash ultimate insanity upon the world. Kasady has been transformed, and mass destruction is imminent.

Carnage™ lives.

And as if one lunatic isn't enough, prepare yourself: Carnage™ has found a soulmate in Shriek™, another Ravencroft inmate with an equally insatiable hunger for slaughter.

But wait... there's more: As they blaze a trail of mayhem through Manhattan, Carnage™ and Shriek™ find others who share their hunger for horror: Doppelganger™, Demogoblin™, and Carrion™. Random chaos and maximum mayhem are their goals, and they're getting all they want--and more!

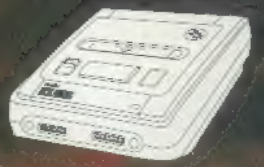
Spider-Man® and Venom™ know the frightening truth: Carnage™ must be stopped, or he will continue until the city has been decimated!

Too many innocent citizens have been lost already. It's up to you to stop Carnage™ and his crew --and you must stop them NOW!

GET READY TO PAINT THE TOWN RED

Spider-Man® possesses the proportionate strength of a spider as the result of being bitten by a radioactive arachnid. And even though you have super powers, along with an amazing array of wondrous web-shooters, you are always careful to make sure to hit the streets prepared, no matter what super-villains await you.

LOADING



1. Make sure the power switch is OFF.
2. Insert your MAXIMUM CARNAGE™ Game Pak as described in your Super Nintendo Entertainment System® manual.
3. Turn the power switch ON. When you see the MAXIMUM CARNAGE™ title screen, press any button on your controller. You will then be presented with a series of screens filling you in on the background of the MAXIMUM CARNAGE™ story. To scroll through the comic screens, press the A BUTTON. To start the game, press the START BUTTON.

BASIC WEB-SLINGING

Your campaign to stop Carnage™ and the rest of his mob will take you through 27 levels of action! In order to survive and prevail, you'll need to master the basics of wall-crawling and web-slinging:

BASIC CONTROLS:

SCISSOR KICK
PRESS THE B BUTTON THEN THE Y BUTTON IN QUICK SUCCESSION

PUNCH
PRESS THE Y BUTTON

PICK UP
(AN ENEMY OR OBJECT)
WALK NEXT TO IT AND PRESS THE Y BUTTON AND THE UP CONTROL PAD ARROW SIMULTANEOUSLY. WHILE YOU HAVE THE PERSON OR OBJECT ABOVE YOUR HEAD, YOU CAN THROW BY PRESSING THE Y BUTTON, AND YOU CAN SPIN BY PRESSING THE A AND B BUTTONS RAPIDLY. TO PUT IT DOWN, PRESS THE DOWN CONTROL PAD ARROW.

WEB CONTROLS:

PULL AN ENEMY TOWARD YOU
PRESS THE A BUTTON AND THE LEFT OR RIGHT CONTROL PAD ARROW.

FIRE SWINGING LINE

SHIELD
HOLD A BUTTON

FIRE WEB BOLT

WHILE WALL-CRAWLING:

CLIMB

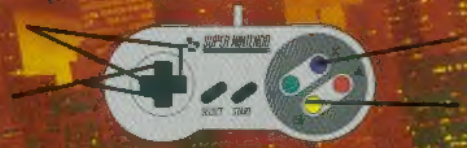
FIRE SWINGING LINE

PUNCH/ KICK

JUMP
AWAY FROM THE WALL

WHILE WEB-SWINGING:

SWING



FIRE WEB LINE

RELEASE WEB

CLIMB

USE YOUR SPIDER-SENSE!

If danger is imminent, you'll notice your Spider-Sense tingling! An arrow in the background of the screen will tell you in which direction you ought to move in order to stay out of trouble.

TEAM SPIDER-MAN®

SPIDER-MAN® OR VENOM™? YOU DECIDE!

During the MAXIMUM CARNAGE™ campaign, team up with Venom, at certain points in the story, your choice of whether to control Spider-Man® or Venom™ will affect the course of the game itself.

When such an opportunity arrives, you will see both Spider-Man® and Venom™ on the screen. To choose one, press the D-BUTTON LEFT or RIGHT. The hero in color is the one currently selected. The other appears darkened. To lock in your choice and begin the level, press the START BUTTON.

SUPER HERO™ PICK-UPS

Fighting such a demented host of hostile hard cases is a daunting task—Spider-Man® and Venom™ will need all the help they can get. You can give them an extra edge as they battle the dark desires of Carnage™ and company by walking over these icons to pick them up wherever they appear.

SMALL HEART: Foes like our heroes face can really take it out of you. Picking up this icon will give your heroes a 25% energy boost!

LARGE HEART: Completely restore Spider-Man® or Venom™ to full fighting power when you pick up this maximum morale icon!

EXTRA LIFE: Spider-Man® lives to fight another day! Pick up extra lives and look out—you'll need 'em! Number of lives appears in the counter at top of screen.

EXTRA LIFE: Venom™ remains in the fray, thanks to you. No fight is final—yet! Number of lives appears in the counter at top of screen.

CONTINUE: It's not over 'til it's over! An Exclamation Sphere grants Spider-Man® or Venom™ the equivalent of 3 extra lives! You'll resume the fight at the level where you left off (prior to the Game Over screen) —one last chance to finally rid the universe of Carnage™ and his pals!

SUPER HERO™ ICONS

Throughout your campaign to stop Carnage™, Shriek™, Demogoblin™, and the rest, you can call on your fellow Super Heroes™ to lend a super-powered hand.

Scattered within the various stages of the game are assorted Super Hero™ icons. To pick one up, walk into it. To call on a Super Hero™ for aid, first scroll through the various icons you've collected by pressing the L BUTTON. Then, when the desired Hero is displayed, press the R BUTTON to summon him.

The heroes who may help you are:

SUPER HERO™ ICONS

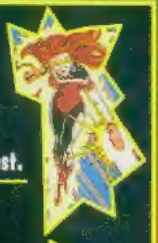
BLACK CAT™: Felicia Harding was Daddy's little girl. So much so, that when she discovered her father was an infamous cat burglar, she decided to follow in his footsteps. Steps that led her to cross Spider-Man's® path and give up her life of crime. Today she often fights alongside the Web-Spinner in hopes of making a name for herself and stepping out of the shadows of her past as a cat burglar.

CAPTAIN AMERICA™: When Steve Rogers drank the Super Soldier Formula and was bombarded by Vita-Rays, he was transformed from a frail youth into the living legend of World War II. He spent years in suspended animation and fights today to make the American Dream a reality. But Captain America™ is more than a symbol of what the common man might accomplish, he is a standard by which all other heroes are held accountable.

CLOAK™ & DAGGER™: Tyrone Johnson was attracted to Tandy Bowen from the moment he laid his eyes on her. It was this attraction to the beautiful runaway that led them into the hands of a band of pharmaceutical criminals. Criminals who injected the two with an experimental drug which engulfed tyrone in a blanket of darkness and made him one with the shadows of the night. A drug which Tandy discovered gave her the power to use light as a weapon to purge the darkness out of mens' souls. Now, Tyrone and Tandy battle evil of darkness and light as Cloak™ And Dagger™.

DEATHLOK™: Michael Collins had an operation. But rather than bring him health, it turned his life into a waking nightmare. Now he struggles to accept that will never be more than a cybernetic patchwork man. Now Collins fights to prove that the man he was still exists in the heart and soul of the being called Deathlok™. He won't kill. But he won't turn a cybernetic cheek, either.

FIRESTAR™: Angelica Jones is a mutant with the power to project microwave energy. She is also a member of the New Warriors, a team of teen Super Heroes™ sworn to change the world. The near loss of Angelica's father and the incarceration of her boyfriend has made her less merciful than a name like Angelica would suggest.



IRON FIST™: When Danny Rand concentrates and draws on the training and disciplines of the years he spent as a follower of Lei Kung the Thunderer in the mythic city of K'un-Y'un, he draws on the power and title of "Iron Fist." When he does so, his fists are energized and he becomes a one-man force of the martial arts--what he hits, he destroys. He's been an ally of Power Man, Namor and the uncanny X-Men in the fight for peace.

MORBIUS™: THE LIVING VAMPIRE Years ago, Dr. Michael Morbius learned that he was very ill. His only chance for survival was a new experimental drug. When the miracle drug mixed with his bloodstream it transformed the doctor into the terror known as Morbius™, the Living Vampire. By day, he feverishly searches for a cure. By night, he preys on those who would prey on the innocent.

SPIDER-MAN®: When Peter Parker was accidentally bitten by a radioactive spider, he discovered he had acquired the proportionate strength of an arachnid and the ability to climb walls just as easily as he could walk. After the loss of his uncle, Parker also learned that with the great power must also come great responsibility. Now as the amazing Spider-Man®, Parker fights to defend New York from those who would prey on the innocent.

VENOM™: Spider-Man® created his own personal nightmare when he spurned the alien symbiote that was, for a time, his costume. Now melded to Eddie Brock, an ex-reporter with a personal vendetta against Peter Parker, Venom™ is Spider-Man's® greatest enemy . . . and greatest responsibility. Only one being exists that Venom™ hates more than Parker--an enemy that is indeed part of Venom™ itself. A creature called Carnage™.